

**IN THE CLAIMS:**

---

1. (original) A method for rendering a texture onto a surface of an object model represented with a three-dimensional model, comprising:  
dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots in one side of the texture;  
supposing a stereoscopic object, based on each of said plurality of texture lines, by projecting the texture line in a light traveling direction from a virtual light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and  
defining an intersecting part between the stereoscopic object and the surface of the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

2. (original) A method for rendering a texture according to claim 1, wherein said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.

3. (original) An entertainment apparatus for carrying out a rendering process, comprising:

means for storing object data represented with a three-dimensional model and texture data to be rendered onto a surface of the object;

means for dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots on one side of the texture;

means for supposing a stereoscopic object, based on each of said plurality of texture lines, by projecting the texture line in a light traveling direction from a virtual light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

means for defining an intersecting part between the stereoscopic object and the surface of the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

**4. (original)** An entertainment apparatus according to claim 3, wherein

said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.

**5. (original)** A storage medium readable by an information processing apparatus, having recorded therein a program for causing the information processing apparatus to execute a rendering process, said program comprising:

storing object data represented with a three-dimensional model and texture data to be rendered onto a surface of the object;

dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots on one side of the texture,

supposing a stereoscopic object, based on a plurality of texture lines, by projecting the texture line in a light traveling direction from a vertical light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

defining an intersecting part between the stereoscopic object and the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

**6. (original)** A storage medium according to claim 5, readable by an information processing apparatus, having recorder therein a program, wherein said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.

**7. (original)** A program for causing an information processing apparatus to execute a rendering process, comprising:

storing object data represented with a three-dimensional model and texture data to be rendered onto a surface of the object;

dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots on one side of the texture,

supposing a stereoscopic object, based on a plurality of texture lines, by projecting the texture line in a light traveling direction from a vertical light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

defining an intersecting part between the stereoscopic object and the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

**8. (new)** A method for rendering a texture onto a surface of an object model represented with a three-dimensional model, comprising:

dividing texture data into a plurality of texture lines each having a width of one dot;

supposing a stereoscopic object, based on each of said plurality of texture lines, by projecting the texture line in a light traveling direction from a virtual light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and defining an intersecting part between the stereoscopic object and the surface of the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

*an*

**9. (new)** An entertainment apparatus for carrying out a rendering process, comprising:  
means for storing object data represented with a three-dimensional model and texture data to be rendered onto a surface of the object;  
means for dividing texture data into a plurality of texture lines each having a width of one dot;  
means for supposing a stereoscopic object, based on each of said plurality of texture lines, by projecting the texture line in a light traveling direction from a virtual light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and means for defining an intersecting part between the stereoscopic object and the surface of the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.